

BAGHIDAD™

The image is the cover of an instruction manual for a board game. At the top, the title 'THE ROAD TO' is in a black, blocky font inside a metallic, riveted frame. Below this is a horizontal band of twelve white stars. The word 'BAGHDAD' is written in a large, stylized, metallic font with a 3D effect and a 'TM' trademark symbol. The background is a dramatic illustration of a battle in Baghdad. In the foreground, three US soldiers in desert camouflage are shown. One soldier on the left is standing and aiming a rifle. Another soldier in the center is crouching and aiming. A third soldier on the right is kneeling, looking towards the viewer with a surprised expression. In the background, a US tank is visible, and a large explosion of fire and smoke is erupting. A mosque with a large dome and minaret is visible in the distance under a hazy, orange-tinted sky. The text 'INSTRUCTION MANUAL' is printed in a bold, white, sans-serif font at the bottom center.

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INTRODUCTION

ROAD TO BAGHDAD is a realtime tactical decision-making game that has the potential to teach tactics at the team, fire team, squad, platoon, and company levels.

Prepare for Battle!

Fifteen minutes ago, a runner told you that all commanders were to report to headquarters. Now you are sitting in the briefing tent wondering what is going on. After weeks of waiting and baking in the desert, you feel the adrenaline rush with the approach of combat operations. The commander walks in and begins to brief you on the situation. “We’re pushing up the timetable, men. We’ve got the green light to cross the border early tomorrow morning. Intelligence indicates the presence of an Iraqi Army barracks and an observation tower. The barracks and observation tower must be neutralized to protect the main body’s advance into Iraq. I want you to occupy your attack positions within the hour and be prepared to attack your objectives no later than 0300. God Bless America.” When the briefing is complete you are anxious to return to your unit but know to take the time to get an intelligence update and to conduct a quick reconnaissance of the maps of the area of operations.

Back at the company area, you review the task organization with Gunny; since the enemy is expected to have some light tanks in his defense you concur with his recommendation to bring the heavy anti-tank teams. Your XO gives you the supply status and you tell him to get extra smoke ammo for the mortars—you will need it to cover your assault. Next, you call your platoon leaders to you and start putting your plan together. Soon, you begin to position your forces on the sandtable and plan their initial orders. Shortly after night falls, your units begin to move out to their positions. Now you are ready to rumble...

Enter the Fray!

After you are satisfied with your preparation, you begin your attack. Your teams begin to MOVE in accordance with their initial orders. While you monitor the movement, you check to confirm that your mortar team is in their AMBUSH position, waiting for further orders. The tension builds as time passes with little or no information about the enemy. Suddenly your lead infantry team comes under fire; on his own initiative, the squad leader orders his men to take cover and return fire. The unexpected contact surprises you and you call in mortar FIRE on the enemy position to buy a little time. You quickly determine that this is just a small observation post and order another team in the area to MOVE FAST and rush the enemy. The small enemy force is quickly overcome and the survivors surrender to your Marines. You survived this skirmish but now the enemy knows you are there and you know you are going to have to step up the momentum to maintain the initiative.

As your teams begin to spot more enemy forces, you rapidly try to build a mental image of the opponent’s plan. You also start to question your own plan; “Will it work?” is the \$64,000 question. The machine gun teams are having a lot of difficulty getting in position, which also adds to your stress. You know can’t wait too long. You order your mortar crews to place SMOKE to distract the enemy and cover your movement. At the same time, you call in artillery fire to suppress the enemy trench line. Now, at last, your machine gun teams are in place and you quickly order them to FIRE on the enemy positions. With the foe suppressed, you order your infantry teams to MOVE FAST and begin the assault the enemy. As they rush forward, you order your machine gun teams to shift their FIRE away from friendly forces. You check your flanks and see that your anti-tank teams are in place but there is no sign of enemy armor. “Well, better safe than sorry, right?” Your infantry teams have suffered some losses but continue to close on the enemy; soon they have gained a foothold in the enemy trench line where the battle is ultimately decided with bayonets and hand grenades.

A Job Well Done!

You have been victorious. Now it is time to revel in your success and maybe learn from your mistakes as well. At the debriefing, you learn that your commanding officer is happy with your performance and you review the battle together. Your Marines have fought bravely and he has already put several of your men in for awards. You also take time to check on the welfare of your wounded soldiers at the aid station. As you head back to your tent, a combination of pride in your unit and concern for your men sweeps through you. Late that evening as you lay down to grab a few hours of much needed sleep before the next briefing, you hear a voice in the back of your head, "Don't get too comfortable Marine, the road to Baghdad is going to be long and dangerous...."

SYSTEM REQUIREMENTS

- Pentium III 600 MHz Windows® PC or faster
- 256 MB of RAM or greater
- Windows® ME, 2000 and XP Operating System
- 950 MB of free hard drive space
- 8 X CD-ROM drive or faster
- A DirectX compatible video card with a minimum of 32 MB of memory
- DirectX 9 (Included with the game CD.)

A Note on Video and Audio Drivers

This product requires DirectX-compliant sound and video cards. If you experience problems with sound or video while using this product please contact the manufacturer of your sound or video card for the latest DirectX compliant drivers. These drivers are usually found on the manufacturer's website. Updating such drivers solves most audio and video problems.

INSTALLING THE GAME

You must install **ROAD TO BAGHDAD** game files to your hard drive and have the **ROAD TO BAGHDAD** CD in your CD-ROM drive to play this game.

To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows Autorun, or if it does not function, explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

DirectX 9 Setup

This game requires DirectX 9 or later. If you do not have DirectX 9, then it can be installed or reinstalled from the CD. Installing DirectX 9 is an option when installing the game. Exploring the game CD, and opening the DIRECTX folder can also install it. Double click on DXSETUP.EXE to start the DirectX 9 install.

DirectX Disclaimer

ROAD TO BAGHDAD uses Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compatible. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

UNINSTALLING THE GAME

To uninstall the game, double-click on the uninstall icon found in the Start/Programs/Road To Baghdad folder or choose Settings from the Windows Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, click on **ROAD TO BAGHDAD**, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games and/or edited scenarios.

LAUNCHING ROAD TO BAGHDAD

ROAD TO BAGHDAD can be started by opening the Start menu, selecting Programs and choosing the folder where **ROAD TO BAGHDAD** was installed and double-clicking on the **ROAD TO BAGHDAD** program item.

Other ways to run the game include locating and double-clicking on the **ROAD TO BAGHDAD** game icon on your desktop or an alias that you might place on the task bar or some other convenient location.

QUICK START

- Launch the game.
- Go to the Main Screen and select Command. (If this is your first time playing, you should consider playing the Boot Camp tutorial first.)
- Once on the Command Screen, choose a Battle listed in the window on the upper left hand side by clicking on it.

This takes you to the Battle Group screen where you can look at the units you'll be fighting the Battle with. You can rename them if you want using the button on the bottom of the screen. By clicking on units you can also look at their Experience Levels and Morale.

When you are finished, hit NEXT to view the operational orders briefing. When you're ready to fight, select NEXT again.

When you first appear on the Battle screen the action is frozen. This represents the pre-battle phase where you can place your troops and plot one preparatory artillery mission (if such is available). The darkened portion of the map represents where the enemy starts, the lightly shaded portion starts as no man's land, and the un-shaded portion is yours.

Place your troops to your best advantage; left click on a unit and drag it to move it. You may also give orders to units during this stage. Right click on a unit to give it an order. Infantry should usually start in cover either in buildings, woods, or ditches. Command teams improve the performance of other teams nearby. To see the area over which a command team has influence, press the Space bar. The colored circles displayed represent the extent of the team leader's command and control.

NOTE: To check the line of sight from any unit to any part of the map, simply press and hold the Alt key on the keyboard, and click once on the desired unit. There is no need to keep the Alt key or the mouse button depressed at that point. Just move the mouse around the map and watch the firing line change colors. The firing line is explained elsewhere in the manual. Hint: Green is good, red is bad.

When you are satisfied with your troop placement press the Begin button on the tool bar on the bottom of the screen.

NOTE: Sometimes you will have a limited amount of time to deploy your units. Sometimes, you will have no time at all.

Keep in mind that while playing F5-F7 control your pop up menus.

This should get you going quickly. Winning is still up to you!

GAME FLOW

Main Screen

The Main Screen contains 3 panels and 2 buttons. The panels, Command, Editor, and Boot Camp, take you to different parts of the game. The buttons, Options and Credits, allow you to set parameters which tailor the functioning of the game to your liking, and see the names of the people involved in creating the game. (The options are explained in the Game Play Options section of this manual, under Other Controls.)

Command Panel

Left-clicking on the Command panel of the main screen select will take you to the Command Screen, from which you may load a saved game or select a pre-designed battle.

Editor Panel

ROAD TO BAGHDAD comes with a number of pre-made battles, but also includes a tool for creating your own battle scenarios.

Boot Camp Panel

Clicking on the Boot Camp panel selects the boot camp screen where you may choose to play any of the five training scenarios located in a fictional training facility in Western Europe. The tutorials include pop up windows directing your actions and are designed to teach basic unit commands and tactics as well as strategic control. It is highly recommended that all novice players play through all five boot camps.

Command Screen

Instructional Engagements

The top panel of the Command Screen contains a list of pre-made battles. These are single engagements between two opposing forces which take place on a single map. The forces available to each side are pre-determined.

NOTE: If you want to edit an Instructional Engagement, you must select it, then choose the Save As button at the bottom of the screen. This will save a copy of the scenario under a name of your choosing. You can then edit the saved game in the BattleMaker editor. [Ed. Note: This button will be removed for the final version of the game.]

User-Created Engagements

To the left of the top panel is a switch. Clicking on it allows you to view and select battles which have been made using the Battlemaker editor. The only real difference between Instructional and User-Created Engagements is that the latter can be erased.

Saved Replays

The lower panel on the Command Screen displays a list of saved replays. These are previously played games that the player decided to keep. Please note that replays take up a great deal of disk space, are not 100% accurate, and can only be paused and played forward. You cannot rewind a replay, unless you rewind all the way to the beginning.

Play As...

On the right side of the Command Screen, you can choose to play as the Marines or as the Iraqi. You can also choose to play Multi-Player (you against another player on a different machine) or Single-Player (you against a computer opponent on your own machine.)

View Map Button

Depressing this button will show you a reduced view of the battlefield. Hitting the Back button will return you to the Command Screen.

Battle Group Screen

Once you have selected your scenario, you gain access to the Battle Group screen. This shows the forces under your command. Left clicking on any of the units listed selects the unit, showing its Experience Level, Morale, and Armament in the bottom panel, as well as giving you a chance to rename the unit.

A Note on Battle Groups

Battle Groups represent a force roughly the size of the lead element in a regimental combat group. These Battle Groups are composed of various forces; infantry, tanks, and other vehicles and support teams. A full strength Battle Group can have 15 units in play during the game.

Remember that your units have real-life strengths and weaknesses; they get tired and scared, brave and fearless, and if pushed too far, they will break and run or even surrender.

Rename Button

The button marked **Rename** allows the player to rename the selected team. A default name will appear in the message box with the new team name selected. The player may then press OK, or Enter on the keyboard, to use the default name or may type their own name and then press OK or Enter.

View Map Button

The **View Map** button allows the player to preview the map with their area of deployment highlighted. The enemy deployment area is shown in a darker shade.

Marine/Iraqi Button

The button marked **Marine** or **Iraqi** takes the player to the Marine/soldier Screen. The Marine/soldier Screen shows the Health, Morale, Leadership, Intelligence, Strength, and Experience as well as the accumulated achievements such as kills, medals, acts of bravery or acts of cowardice for each Marine/soldier in the unit.

Health

Health represents the physical status of the Marine/soldier.

Morale

Morale indicates the willingness of a Marine/soldier to fight on. Marine/soldiers with high morale are braver and are more willing to face danger than men with poor morale.

Leadership

Leadership represents the ability of a man to improve the morale of the men around him and to keep his team together. However, when a unit leader with a high leadership level dies it can have a devastating effect on unit morale.

Intelligence

Intelligence reflects how likely the Marine/soldier is to go berserk or panic in a firefight. Intelligent men are less likely to make such fatal errors.

Strength

Strength determines how quickly the Marine/soldier becomes fatigued when moving, and affects how severe his wounds are if he is shot. The stronger the man, the longer he can keep going.

Experience

Experience is vital for a Marine/soldier and can affect a wide range of his abilities, ranging from how good a shot he is, to how well he can hide himself in Ambush, to how well he conserves ammo. More experienced Marine/soldiers do just about everything better than green troops.

Operational Orders

This screen gives you a tactical situation report and gives you your marching orders. You can print out the five paragraph OpOrders from this screen.

Hitting **NEXT** from this screen takes you into the tactical portion of the game.

Tactical Game

Your goal during each battle is to do more than just kill the enemy. Battles are often about taking and holding ground. Each map has a number of marked strategic spots called "Victory Locations", and success or failure is determined by who holds them when a fight ends.

Deployment Phase

Controlling Your Units

Battlefield Controls

Basic Unit Orders

The simplest way to issue orders to your units is to left-click on the unit and drag the mouse to the desired location on the map, clicking the button. If that location is occupied by a known enemy unit, then your order will be interpreted as a **Fire** command. Otherwise, it will be implemented as a **Move** command. If no order is given to a unit, it will automatically assume a **Defend** posture.

Advanced Unit Orders

Right-clicking on any unit brings up a list of all possible orders for that unit. These orders are variations on **Move**, **Fire**, and **Defend**.

Move Commands

Units have three movement commands: Move Covertly, Move, and Move Fast. When the movement order is selected, place the cursor where you want the selected unit to go and left click. If you wish to cancel the movement order during this phase hit "Backspace" on your keyboard. A colored dot appears on the map marking the unit's destination. The unit attempts to reach its destination by whatever movement type you have selected. The color of the dot corresponds with the type of movement order given.

Move : Blue

Move Fast : Purple

Move Covert : Yellow

Mount : Orange

Once created, the destination dot can be dragged to another location by left clicking and holding the left mouse button on it.

Move

This orders infantry to cautiously advance. Infantry on the move are not quite as stealthy or as observant as men who are moving covertly, but they are faster. Moving infantry initiates combat if the opportunity arises. Using Move through a minefield is dangerous.

When infantry reach a location they have moved to they then defend the area.

Move Fast

These orders cause infantry to move as quickly as they can. While running, Marine/soldiers focus on getting to their destination and do not try to use cover at all. They engage in hand to hand combat if the enemy gets in their way. Troops and vehicle crews are not as observant and tire quickly when moving fast.

Infantry that **Move Fast** will **Defend** when they reach their destination.

Move Covert

When moving covertly, your men crawl forward cautiously and quietly. **Move Covert** is the slowest of all movement types. In addition to being stealthy themselves, covert troops have an improved chance at finding concealed enemies. Covert troops never initiate combat (this does not apply to vehicles); this makes moving covertly undesirable in potential close combat situations. Using **Move Covert** through a minefield is the best way for infantry to traverse this type of terrain. Engineers and Sapper teams will clear minefields when they move covertly through them. You may check the overview map to see if the minefields changed to green to verify the clearing of minefield elements on the map.

When a squad of men arrives at a location using Covert movement, they then switch to Ambush mode.

Mount/Dismount

Infantry teams are allowed to mount certain vehicles and be transported by them. If a unit is eligible to mount a vehicle, it's order menu will show Mount/Dismount in the bottom most panel. Otherwise, the option will be grayed out.

To mount an eligible vehicle, simply select the **Mount** option from the infantry unit's orders menu. Once done, your cursor should be dragging a line around. Just click on the desired vehicle. Note that many vehicles cannot be mounted. If this is the case, nothing will happen when you click on the vehicle. Otherwise, a dot will appear on the vehicle.

The vehicle and the infantry team will then begin moving toward each other until they meet. (If this is done during setup, then the units won't move until the game has begun.)

Once the infantry team is aboard the vehicle, the letter 'M' will appear ontop of the vehicle, letting you know that it is now carrying a team.

Now you can issue normal orders to the vehicle. Where it goes, so goes the team. To unload the team, right-click on the vehicle and choose **Dismount** from its orders menu. The infantry team will then appear adjacent to the vehicle.

Indirect Paths/Waypoints

It is possible to order infantry and vehicles to follow an indirect route, instead of moving in a straight line, by setting **waypoints**. To do this, right click on a unit as normal and determine which type of movement is desired. Then press and hold the shift key and plot the path you wish the unit to take. Each number represents a point the unit passes through on its way to its destination. When you have completed your path, release the shift key and the unit proceeds as ordered. You can place a total of 20 waypoints. Waypoints can also be selected and dragged to alter a unit's path.

Fire Commands

Fire

Your Marine/soldiers are capable at firing on their own initiative, but it is often useful to direct their fire. The **Fire** command brings up a targeting reticle. This targeting circle is connected to the firing unit by a colored line.

When the circle is not sitting above an enemy unit it appears as a thin white circle. When placed on an enemy unit the circle either turns green, yellow, red, or black. This color corresponds with the chance that a shot will kill the enemy unit.

Green : 100-60%

Yellow : 59-30%

Red : 29-10%

Black : 9-0%

When deciding whether or not to order a unit to Fire it is important to consider the situation. If a unit is laying down suppression fire it doesn't have to actually kill the enemy to have the desired effect. On the other hand, a small Bazooka team waiting in ambush while an armored column approaches had better wait for a killing shot.

Ambush

Ordering a unit to Ambush is similar to the order to Defend. As in Defend the units stop in place and seek cover, but ambushing units only attack when an enemy comes within 30 meters. When a unit is ordered to Ambush a green arc appears above the unit. This works in the same way as the blue arc in the Defend order. To change the direction that the unit is ordered to ambush, left click on the green arc, move the arc to the proper facing, and left click again to release. A unit in Ambush mode is generally harder to detect for the enemy compared to a unit on Defend.

It is vital for any successful commander to understand the importance of the Ambush order. Infantry are generally far more effective at close range, and many anti-tank weapons are more effective from the side or rear. Keeping infantry and AT units hidden until the right moment can be critical to success.

Smoke

There are times in battle when the ability to conceal yourself from the enemy, even partly, can be the difference between victory and death. Vehicles and infantry on both sides are often equipped with smoke grenades. Units hiding behind smoke are harder to detect, and if they are detected it is impossible to target them specifically. Smoke has roughly the same effect as partial obstruction by foliage; units may still fire in a general area behind smoke in the hopes of suppressing the enemy.

The Smoke command brings up a targeting circle for firing smoke grenades. Mortar teams can lay down smoke virtually anywhere on the map, a standing Marine/soldier can throw smoke grenades 30 meters, and a prone infantryman can throw 15 meters.

Some vehicles and guns have the ability to fire smoke rounds, which can reach out to the weapon's maximum range. If a unit has smoke rounds, the Smoke command is available on the unit menu. Some vehicles have smoke dischargers and/or smoke mortars. These work in the same way as smoke rounds.

Units, both tanks and infantry, often use smoke on their own when they come under sudden attack in an attempt to screen themselves from the enemy fire.

Line of Sight and Range

The color of the line connecting the targeting circle to the firing unit indicates line of sight. For direct fire weapons the line is light green for clear lines of sight, dark green for lines of sight obscured by foliage or smoke, and red for lines of sight that is blocked. Infantry line of sight is determined for each Marine/soldier individually, so enemies visible to one Marine/soldier might not be seen by another.

For indirect firing weapons the connecting line is orange for targets in line of sight and brown for targets beyond line of sight. Teams that fire indirect weapons, such as mortar squads, do not need line of sight to hit their targets. However, having line of sight greatly increases the accuracy of indirect fire.

The number by the targeting circle represents the distance from the firing unit. This distance is particularly important for infantry who's anti-tank weapons have short effective ranges. The distance number by the targeting circle also indicates range effects.

Green : The target is within effective range.

Yellow : The target is not within the optimum range for the weapon; the weapon has reduced effectiveness.

Black : The target is too close or too far away for the weapon to fire at all.

If a line of sight is obstructed, a white number appears along the targeting line indicating the range to the obstruction. If a line of sight is partly obstructed by foliage and then completely blocked further along, both ranges are indicated.

Partial obstruction by foliage or smoke prevents the attacker from specifically targeting enemies, but the firing unit can lay down fire in the hopes of suppressing the enemy or getting lucky.

Defend Commands

Defend

Units that have been ordered to Defend stop, seek whatever cover is available, and engage any target of opportunity. When ordered to Defend a blue arc appears above the unit; this indicates the direction of facing. To change the direction of defensive facing, left click the highlighted arc; a blue circle appears above the unit. Move the cursor to the arc, drag the arc to the point on the circle that you wish the unit to face, and left click again. AT guns and tanks rotate to face that direction and infantry seeks cover defending from that direction. Defending units engage enemies not in the blue arc, but only if those enemies are very close. Units that are defending will fire on targets of opportunity that they have at least a 30% chance of killing. That's equivalent to a yellow or green targeting circle.

Defend is the default setting for tanks. When not under specific orders, tanks defend the area in front of them.

Note on the Orders Menu

Order options that a unit cannot perform are grey shaded. For example, a tank that has blown a tread can neither **Move**, **Move Fast** nor **Move Covert**. An order may then be selected by left clicking on the order option. If you change your mind and do not wish to issue an order, either right or left clicking on the map removes the popup menu. Orders may also be given by key commands once the unit is selected.

Hot Key Orders

All orders can also be given by hot key commands. To give an order by hot key left click on the unit, then press the appropriate key.

Z	Move
X	Move Fast
C	Move Covert
V	Fire
B	Smoke
N	Defend
M	Ambush
X	Mount/Dismount
Ctrl-H	Boot Camp Help/Previous Message
Ctrl-M	Toggle Music On/Off
Ctrl-S	Toggle Sound On/Off
Ctrl-T	Toggle Tree On/Off
Ctrl-V	Toggle Video On/Off (no video so this one has no effect)
Esc	Exit game
F2	Center on selected team(s)
F3	Pause game
F5	Toggle Team Monitor On/Off
F6	Toggle Inset Map On/Off
F7	Toggle Soldier Monitor On/Off
F8	Open Options dialog

Group Orders

Orders may be issued to multiple units at the same time. To select the units to be given orders, left click on the screen and drag the cursor. This creates a darkened area on the map; release the left mouse button when all the units you wish to order are inside the darkened area. A second way for a group to be formed is to hold down the shift key and then left click on each unit you wish to give an order.

Any order given to one unit is given to all selected units. If ordered to move, they attempt to maintain their current relative positions when they reach their destinations. Remember that if you give the order to Fire, line of sight is individually determined for each unit, and for each Marine/soldier in each unit.

Once created, up to 9 groups can be saved into memory by pressing CTRL (1-9) while the group is selected. To later recall the group press the corresponding number (1-9) without pressing CTRL. If the number is pressed a second time it centers the map on the group.

To end giving orders to multiple units, simply create a darkened selector box around a single unit.

A Note on Vehicles

Vehicles are not stealthy, particularly tanks. However, a tank that is moving covertly is at maximum watchfulness and at its slowest speed. A tank on the move is somewhat faster and slightly less observant. A tank that is not told to move fast attempts to maintain its original armor orientation as much as possible. For example, a tank that is facing the enemy could be ordered to back up using the Move command.

Tanks ordered to Move Fast turn to face their destination and then move there at maximum possible speed.

Tanks can fire while following any movement order, although their rate of fire and accuracy decreases.

Other Controls

When first on the battlefield screen, the game is frozen because combat has not yet started. This allows time to survey the battlefield, redeploy units, set options, and plan strategy.

Helicopters, Artillery, and Air Strikes

If available, Mortar Barrages, Helicopters and Air Strikes can be selected from the icons on the tool bar on the lower left side of the screen. A new targeting crosshair appears; left click on where you want the Air Strike, Helicopter Strike, or Mortar Barrage to occur.

Air Strikes

Air Strikes are carried out by a single plane making one pass over the location. The type of plane is randomly determined from a list of four available to each side. The plane comes from a randomly determined direction and strafes and/or drops bombs in the target area.

NOTE: Only the Americans will have Air Strikes.

Artillery

Mortar and Artillery Barrages are called in the same way Air Strikes are. Artillery fire is not always accurate, so be careful not to call in artillery that would endanger your own troops.

Helicopters

Helicopter Strikes behave similarly to Air Strikes.

NOTE: Only the Americans will have Helicopters.

Truce

The Truce command offers the enemy a chance to call an end to the fighting. If the enemy offers a truce you may accept by clicking the Truce button. If one side offers a truce and the other does not accept the offer fighting continues. If a truce is agreed to, both sides declare a cease fire and stop fighting. The battlefield remains contested and the way it was at the moment the truce was declared.

Combat Messages

The Combat Messages window informs you of the situation on the battlefield. If the message regards a unit you may center the view on that unit by clicking on the message.

Options

The Options button appears in the lower left hand corner of the map.

Game Play Options

Remove Killed Marine/soldiers

This option removes the bodies of dead and incapacitated Marine/soldiers so that you can concentrate on the living

Remove Trees

This makes the foliage on trees invisible. This has no effect on line of sight.

Status Indicators

The status indicators are the colored symbols and outlines of friendly units. These can be set to reflect any number of conditions, including morale, ammunition supply, and unit health. Set these to whatever you feel you need to know about your men.

Remember that green is good, red is bad.

Team Data

Displays all the teams on your side of the battle and shows their current status. You may also select a team by clicking on it from this window. Team Data can also be turned on and off with the F5 key.

Inset Map

This is a miniature map of the battlefield that appears on the screen. This map may be repositioned on the screen by right clicking and dragging it. Left-clicking on a portion of the Inset Map centers the screen in that location. You can target units under the map normally. You can click on units under the minimap by right clicking on them. The highlighted rectangle on the Inset Map represents the current screen. The Inset Map can be toggled with the F6 key.

Marine/soldier Monitor

This gives detailed reports on whatever unit is currently selected, showing the weapon type, ammunition level, and state of morale for every man in the unit. If a Marine/soldier has low morale or comes under fire, his current action can be very different from what you order him to do. The Marine/soldier Monitor may be repositioned on the screen by right clicking and dragging it and can be turned on and off with the F7 key.

General Options

The General tab under Options provides access to such options as Game Speed, Screen Resolution and Scroll Speed. This screen also allows for the music, cut scene and sounds to be toggled on an off. It also controls what language units will speak.

Zoom Level

Zoom control is in the lower left hand corner of the map beside the Options button. Aside from the default zoom option, the map can be zoomed out, at which point all units are represented by colored boxes. While it is generally easier to control the game from the default zoom level, the zoomed out map is often useful for planning initial placement or to get a brief glimpse of how the battle is progressing. One of the best uses for the maximum zoom out level is to check the areas affected by your command teams. The Space bar shows the command radius of each commander, making it easy to see who is benefiting from officers and who is not.

Unit Status

Unit status takes up the bottom center of the screen. It shows the type of unit, what it is doing, the health of its men, and how effective it is against infantry and tanks at various ranges. The ranges denoted are 20, 40, 80, 160, 320, and 640 meters. The top graph marked AP represents effectiveness against infantry and the lower AT against tanks. The graph below demonstrates how an infantry squad can be highly effective against a tank, but only if they can get in at close range.

The color of the faces indicates the status of the men in the Unit.

Green : Healthy

Yellow : Injured

Orange : Incapacitated

Black : Panicked

White : Surrendered

Red : Dead

Command and Morale

While each unit has some kind of leader who leads his troops into battle, each unit's fighting effectiveness and morale is improved by being close to a higher ranking commander, who can direct the efforts of those men under his command. Keeping battlefield commanders near units on the front improves performance and morale dramatically. The higher ranking a commander the larger the area of battlefield he is able to administer. Pressing the Space bar on the battlefield shows the command radius of command personnel. The color of the circle indicates the quality of the commander.

Green : High

Yellow : Medium

Red : Low

Black : Very Low

During the placement phase and during battle it is often useful to zoom the map out, press the space bar, and make sure that your commanders are positioned to provide leadership to the troops.

As a battle progresses, some Marine/soldiers may lose morale. Receiving enemy fire, having their officers die, being flanked or ambushed, or being around too many dead bodies or facing too many enemies can all sap a Marine/soldier's will to fight. Eventually a Marine/soldier may panic, run from the fight, or even surrender to the enemy. Convincing enemy troops to surrender by breaking their morale can be a very efficient way to win battles. Prisoners are walking off with raised hands to the map edge; they can be recaptured/freed if your own teams reach them there.

Aside from competent command, you can improve Marine/soldiers' morale by successfully ambushing the enemy. Infantry that manage to destroy enemy tanks also get a large morale boost during the current battle.

The Marine/soldier's name, his role in the team, and his current Health/Morale state are shown along the top of the monitor. Current Actions, Weapon in use, and Ammunition level for the type of ammunition in use are displayed at the bottom.

Possible Morale States

Healthy

Marine/soldier is in good health.

Injured

Marine/soldier is hurt but can still perform actions with a penalty.

Incapacitated

Marine/soldier is seriously injured and unable to perform any actions.

Dead

Someone back home is getting a telegram.

Winded

Marine/soldier is tired but able to recover with a short break his performance slightly penalized.

Fatigued

Marine/soldier is completely exhausted , desperately needs a rest and can not hardly act. His performance is severely penalized.

Panicked

The Marine/soldier is losing it. His combat efficiency is dramatically diminished. He may calm down given time, but you might want to keep the squad around him until he relaxes.

Broken

The Marine/soldier has stopped obeying orders and is thinking about making a run for it. As with panicked Marine/soldiers, he may calm down given time, and the presence of a battlefield commander and his unit may help bring him around.

Routed

This Marine/soldier has decided to make a run for it; he cannot be recovered.

Suppressed

The Marine/soldier is taking cover from enemy fire while firing back. His accuracy when firing is weapon is reduced.

Pinned

The Marine/soldier is taking heavy fire and is spending more time hiding than firing. His accuracy reduced and is unlikely to follow a movement order.

Cowering

The Marine/soldier is staying put, keeping his head down, and will only fire occasionally.

Stunned

An explosion has temporarily knocked the Marine/soldier out. He will regain consciousness again soon.

Heroic

Marine/soldier is feeling confident and is at an increased level of performance.

Fanatic

More than confident, the Marine/soldier takes chances and is gunning for a medal.

Berserk

The Marine/soldier feels invulnerable and attacks the enemy without fear. Such displays of fearlessness inspire those around him.

Rallying

Marine/soldiers that rout will rally after a time. If they are within the command radius of a command team this time period will be shorter. If the broken Marine/soldier is not within command radius of a leader the time needed to rally the Marine/soldier will be longer.

Separation

Occasionally, a Marine/soldier may get separated from his unit. This can happen from either panic or simple fortunes of war. If this happens, the Marine/soldier attempts to find his way back to his unit. This process can be hastened by moving the unit closer to their lost man. The presence of a commander can also assist in keeping groups together and bringing in separated men.

Battlefield

In many cases, the terrain of a battlefield can be the best resource a commander has. A clump of trees, an abandoned house, or a drainage ditch can all be powerful tools in the right hands. Right-click and hold button down with the cursor over a terrain feature to get information about it. Details are displayed in the lower-left corner of the screen.

Hills

Holding the high ground is an old military maxim and it does have its benefits. Units on top of hills can see over obstacles, giving them a good view and line of sight. The drawback is that once detected all the enemy units can fire at your elevated team. Also moving uphill slows units down and moving downhill is generally faster. This is useful if you don't want enemies to reach you, or to make a quick get away. However, perhaps the most useful trait of hills is that hills block line of sight. Units can hide behind hills to avoid detection and to protect their flanks.

Gullies, Trenches, and Gun Pits

While units cannot cross deep water, shallow water can generally be crossed. Depressions in the earth left by running water can also serve as excellent natural protection. Gullies and trenches conceal Marine/soldiers and make them harder to hit, but they can become death traps if the enemy can flank

the position and fire down the trench.

Gun pits are circular trenches dug for mortars and AT guns.

In Campaigns or Operations, if a Battle Group does not move for a turn they are considered to be resting. If a resting Battle Group is attacked, any Infantry or AT gun it places in the open automatically starts in either a trench or a gun pit.

Buildings

The key to understanding how to use and deal with buildings is that buildings are incredibly useful to units inside them, particularly infantry. Building roofs provide cover from mortar fire, building walls provide good concealment and hard cover from enemy fire, and tall buildings allow clear fields of fire over low-level obstructions. This makes them extremely valuable for infantry and AT gun units, and a menace to tanks. A tank on its own generally cannot detect infantry in a building until it is within Ambush range. A wise commander will go to great lengths to avoid putting a tank anywhere near a building that has not been checked out by friendly infantry first.

When approaching a building it is often useful to deploy smoke to allow units to advance without fear of detection. It is also good practice to Fire machine guns at buildings as your infantry approach to suppress any units that might be in the building.

Because anti-tank guns already have only limited mobility and are vulnerable to mortar fire, buildings are generally a good choice for placement. Unfortunately, placing an anti-tank gun in a building also tends to limit its field of fire. Only light anti-tank guns may be placed in buildings.

While all buildings conceal troops from the enemy, the stronger the building the more cover it offers from enemy fire. Wooden buildings provide no protection from artillery fire and only limited protection from other kinds of attacks. Stone buildings provide greater protection, and protect against small caliber cannon attacks.

Rubble

Rubble can be treated like buildings in most cases, but in the absence of a roof, mortar fire becomes a factor.

Roads

Roads provide a simple trade off. Moving along a road is generally faster than slogging through snow or mud, but roads are, by their very nature, flat open places without obstacles to hide behind.

Scrub

Not every plant is a tree, and sometimes a bush is all that a Marine/soldier needs to hide behind as he lies in wait for the enemy. However, once he is discovered, that Marine/soldier may find that a bush cannot stop a bullet.

Mine Fields

Mine fields are used to defend areas and slow the enemy without using valuable and vulnerable manpower. You do not place minefields, they are automatically deployed if available in a battle. Mine fields can be detected by expanding out to maximum zoom where minefields are noted in red. Vehicles and Infantry teams, crossing minefields can be damaged or even destroyed.

Infantry can Move Covertly across mine fields with only a small chance of detonating mines. Infantry that are Moving or Moving Fast face great danger from mines.

Finally, if all else fails, concentrated mortar or artillery fire can be used to detonate mine fields, but this is not a very efficient solution and some mines may be missed.

The easiest way to deal with minefields is to avoid /move AROUND them if possible.

Ending A Battle

Battles can end in a number of different ways. In single battle games, many of these possible endings can be deselected in the lower right hand corner of the Command Screen.

Truce

A battle may be ended if both sides agree to end it. To propose a truce, click the **TRUCE** button on the tool bar in the lower right hand corner. Only when both players agree to a truce is the fighting stopped. Once a truce is offered, you may accept by pressing the **TRUCE** button. A truce offer that is not accepted can be withdrawn by clicking the **TRUCE** button again, and can be offered again at a later stage.

Time

In battles with a time limit, the engagement ends when the clock runs out. It is recommended to set the timer to 30 minutes for best game play against the artificial opponent.

Morale Failure

When you play a battle, operation, or campaign, either historical or one you have made with the scenario editor, the Force Moral end-of-battle option is always enabled. You may disable this function by checking the box on the command screen. Designers Note: Be advised that checking this box will severely alter play balance when playing operations and campaigns. The operations and campaigns that are included in the game has been designed to be played with the Force Morale enabled. If a battle ends because of a truce or time-out, the battlefield is still split between the forces. In Campaigns or Operations, the deployments for the following cycle are based on how far each side pushed during the previous battle.

If a battle ends because of a morale failure, the Battle Group that flees loses 1-3 victory locations depending on the ratio of the winner's force morale and the loser's force morale. If the victor has 33% more force morale than the loser the winner will gain one victory location. If the ratio is between 33% and 66% the victor will gain two victory locations. If the ratio is greater than 66% the victor will gain three victory locations. If the fleeing side still has any victory locations left, the field continues to be split based on previous positions; otherwise, the losing side is pushed off the map.

Debriefing Screen

When a battle ends the Debriefing Screen appears. The Debriefing Screen indicates which side won, why they won, and what areas they controlled on the map. Lightened portions of the map indicate areas that ended up under your control.

Details Button

The Details button on the lower left hand side of the screen changes the debriefing screen to show specific casualty figures for both sides. The Text button returns to the original screen.

Marine/soldier Button

This button takes you to the Marine/soldier Screen, which is described in detail above, in the Battlegroup Screen section.

Next Button

When you are done viewing the battle results, the Next button advances you to the next battle or strategic turn.

SCENARIO EDITOR

The Road to Baghdad scenario editor allows you to create battles which take place on the maps provided with the games.

Map Selection Screen

The first editor screen allows you to control the Fog of War for your new scenario, as well as the pre-combat setup time, the map you'll be fighting on, and the battle's ending conditions.

Fog of War

The first fog of war options allows you to see all units all the time. This, in effect, disables fog of war.

The second option is the converse of the first, enforcing line of sight restrictions. You will always see your own units, but you will only see enemy units which can be seen by your troops. If even one of your units can see a given enemy unit, then all of your units can see it, although they might not be able to fire on it.

Pre-Battle Setup Timer

This option lets you specify how much time the players will have to position their forces prior to the commencement of combat. It's a pull-down menu, so click on the arrow pointed downward. The resulting menu gives you 0, 5, 10, and random minutes. The random selection chooses 0, 5, or 10 minutes at random each time the scenario is played. If you select 0 minutes, then combat will begin immediately after the briefing screen.

Load Engagement Button

Clicking this button brings up a list of available scenarios, if any. You can edit these scenarios and save them over themselves or as a new scenario. If you edit an instructional scenario, however, you can save it only as a new scenario.

Battle Ends When...

You can set a time limit for the battle by choosing one from the drop down menu. In addition, you can specify that regardless of any time limit, the battle will end when one side's morale drops low enough to make it unable to continue the fight. The inclusion of end of battle condition is more realistic but it ensures that you will not be fighting "to the last man and the last bullet."

DESIGNER'S NOTE: It is advised to play with the timer set to 20 minutes for optimum play against the Artificial Player.

Main and Next

The button on the bottom of the screen marked, "Main" will take you back to the Main Screen, aborting all of your scenario settings. "Next" will take you to the Map Info Screen.

Map Info Screen

The left side of this screen is dominated by a gridded map of the battlefield. To the right are two panels which allow you to specify the parameters of the engagement.

The first panel contains the following settings:

Victory Locations

Simply click on the map to place the victory locations. You must place at least one.

Marine, Neutral, and Iraqi Deployment

Clicking on any of these labels will all you to then click on the map to specify deployment areas. For large areas, you can use a “click and drag” method to form a box which describes the deployment zones. Notice that the Neutral deployment area is really a way to “erase” previously marked Marine and Iraqi deployment zones. Also note that you cannot create a case wherein the Marines and the Iraqi can set up mingled together.

On Call Support

This panel is topped by a toggle for Marine and Iraqi settings. To set the Iraqi On Call parameters, just click on the switch. Click it again for Marine settings.

The Edit Op Orders Button allows you to write or edit the five paragraph frag orders for each side.

The lower section lets you allocate on call fixed-wing, helicopter, and artillery missions to each side. For each, select how many mission they will get, how many minutes into the battle the mission will become available, and when the mission availability will expire.

Beneath these controls is a button labeled “Pre-Planned Artillery”. When this is on the player will be allowed to plot one prep-fire mission from the battalion 80mm mortars. Remember that to give the Iraqi pre-planned artillery, you will need to flip the Marine – Iraqi switch.

Force Mix Screen

This is where you compose the teams that each player will command. As with the Map Infor Screen, there is a button which allows you to choose which side you’re working with. This is the “Edit Opponent” button in the upper left corner of the screen. Below that button, is a scrollable list of units. Just double click on a unit in the list and it will appear in the roster to the right of the list. To remove it from the roster, double click on it’s image in the roster.

Below the scrollable unit list is a set of buttons labeled Vehicles and Infantry. Pressing these will cause the list to display vehicles or infantry teams.

At the bottom of the screen is a button marked “View Map”. This button brings up a small version of the game map. This is useful when constructing a forcemix.

Once you have some units in your force mix, click on one. You will see that two more buttons activate. One is labeled, “rename” and the other is labeled, “Marines”. Rename lets you rename that team, while Marines lets you view the individuals who make up the team.

Note: You can click on any of the weapons and hear the sound they make in the game.

When you are satisfied with your selections, click the NEXT button. This will result in the display of a dialog box which asks you to name your scenario and to give it a brief description. Once you are finished, you can hit OK. Your scenario is now saved and can be loaded and played from the Command Screen.

BOOT CAMP

Boot Camp is an online tutorial that teaches basic unit commands and fundamental tactics. There are five boot camps; it is recommended that new players complete them in order from top to bottom. During the boot camps you can always repeat the previous instruction by pressing Ctrl+H. You may exit boot camp at any time by pressing the ESC key.

Quick Tour

This explains how to give orders to a unit as well as basic targeting. Remember that right clicking on a unit selects the unit and creates an order menu. Orders may be canceled by right-clicking again, or by left clicking off of the menu.

Monitors/Toolbars

This segment shows how to call in Air Strikes and Artillery Support, as well as monitoring team abilities and status. The prime things to remember from this boot camp are that the F5 key toggles the Team Monitor, F6 toggles the Insert Map, and F7 toggles the Marine/soldier Monitor.

Viewing the Terrain

This explains moving your view around the map and the effects of terrain. The important things to remember are that you can left-click in the popup menu to shift your view. Zoom in and out with the Zoom buttons on the bottom of the screen. The properties of the various terrain types are also discussed.

Buildings provide great cover for infantry. Buildings greater than 1 story have a number on them. For purposes of determining line of sight all units in a building are assumed to be on the top floor. A building roof becomes invisible when you have men inside so you can see what's going on.

Infantry Tactics

This is a demonstration of basic infantry strategy including the use of two or more teams to lay down suppressive fire and how to use smoke to cover advancing infantry. Basic mortar use is also covered.

Armor Tactics

This segment is short, but teaches a vital lesson; tanks are vulnerable to infantry at close range and bad at detecting them. To protect against these two failings, armor works best when supported by infantry.

Multiplayer

Multiplayer games operate by having one player; called the Host, start a game. The second player Joins the game that the host creates. To play a multiplayer game, the computer that hosts the game and the joining computer must both have a copy of the game CD.

How to Connect

Internet TCP

Using this type of connection, you can play the game with another player over a LAN (Local Area Network), or over the Internet.

Using a TCP Connection

After both players have connected through their ISPs, both should select Multiplayer from the Main Screen. From the Multiplayer screen, select Internet TCP button.

If you are playing over a LAN, you can join any game listed. To join a game, left click on it, then left click on Join, or simply double click on the game you want to join. To get a current list of available games

click the Search for Games button.

If you want to join an Internet game, select the Host IP button and enter the host's IP address. The host's IP address appears on the bottom of their screen. You need to find out from the host player what their IP address is. When you are done, select ready and wait for the host to start the game.

If you want to host the game, click on the Host button. Your IP address appears on the bottom of the screen. You must inform the second player of your IP address so that they can join. After electing to host a game the Select a Battle button brings you to the Command Screen where you can select the battle, operation, or campaign and realism settings. When you have made your selections, select Ready. When the second player has joined, select Next to start the game.

Chatting with Your Opponent

You can send messages to your opponent at any time.

To send a message during play, click the CHAT button or press ENTER. Type in your message and then press ENTER. The message appears briefly on the other player's screen.

UNITS

Infantry

U.S. Marines

M4: 5.56mm service rifle
M203: 40mm Grenade Launcher Attachment (HE, HEDP & smoke ammo)
M240G: 7.62mm medium machine gun
Mk153: 83mm Shoulder-launched Multipurpose Assault Weapon (SMAW) (HE and HEAT warheads)
M136: AT-4 84mm Anti-Tank disposable round
M224: 60mm Mortar (HE, Smoke)
M252: 81mm Mortar (HE, Smoke)
M2HB: .50 caliber Heavy Machine Gun (SLAP (Sabot - Light Armor Piercing), AP Incendiary)
Mk19: 40mm Automatic Grenade Launcher (HEDP warhead)
M220E4: TOW-2A, Heavy Anti-tank Guided Missile
M40A3: 7.62mm Sniper Rifle
M9: 9mm Pistol
Fragmentation Grenades
Smoke Grenades

Iraqi Regular and Paramilitary elements

AKM
AK-74 Assault Rifle
RPK
BG-15 GL
RDP
RPG-7
AT-3 Sagger
AT-4 Siggot
Dragunov
M41 82mm Mortar
Type 53 120mm Mortar
B-11 Recoiless Rifle
Tokarev T-33 Pistol
AGS-17

Vehicles

U.S. Marines

M1A1: Main Battle Tank (120mm main gun, 7.62coax, 7.26 loader's station, .50 cal AA)
M1A1 Command: Main Battle Tank Command Vehicle
M1038: HMMWV (.50 cal/Mk 19 and TOW-2A variants)
LVTP-7: Amphibious Assault Vehicle (AAV) (Both .50 cal and Mk 19 HMG's in turret)
LVTC-7: Amphibious Command Vehicle
LAV-25 (Light Armored Vehicle) (25mm chain gun, 7.62 coax, 7.62 AA)
LAV-AT, LAV-Anti Tank (Dual TOW launcher, 7.62 AA)
LAV-M, LAV-Mortar (81mm Mortar, 7.62 AA)
M1046 - TOW A
M1038 softback
M1044 - 50 cal.

Iraqi Regular and Paramilitary Elements

T-80 Main Battle Tank

T-72 Main Battle Tank

T-62 Main Battle Tank

T-55 Main Battle Tank

BRDM

BTR-60

BTR-70

BTR-80

BMP-1

BMP-2

BMP-3

Technical Car

Technical Pickup Truck

Fedayeen Car

Fedayeen Pickup Truck

Aircraft and Helicopters

U.S. Marines

F/A-18 Hornet

AV-8B Harrier II

AH-1W Super Cobra

Iraqi

For the purposes of this game, it is assumed that the Marines have air superiority. Therefore, the Iraqis have no aircraft.

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